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[54] **METHOD AND APPARATUS FOR
ANIMATING A SEQUENCE OF OBJECTS**

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[52] **U.S. Cl.** **352/101; 352/102; 352/87**

[58] **Field of Search** 352/43, 86, 101,
352/102, 87; 40/411

[56] **References Cited**

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[57] **ABSTRACT**

A method of combining a series of inanimate three dimensional objects(2), a rotational surface (4), and a strobe light(8) in order to achieve the illusion of animation. In the present invention a plurality of objects(2) are demountably fixed, in cyclical order, to a rotational surface(4), each within its own staging area(6). Each successive object(2) is subtly different in shape, size, color or pose to that of the prior object(2) in the sequence. A strobe light(8) is disposed facing the objects(2) as they revolve on the rotational surface(4). The strobe light(8) pulses with consistent periodicity so as to act like a visual shutter. This causes a pulsing illumination of the objects(2) as they cycle on the rotational surface(4). To achieve the optimum effect of animation, the rate of pulse should be one flash of light per object(2) as it traverses through each stationary staging area(6). Due to the persistence of vision, the illusory appearance of sustained movement is achieved.

11 Claims, 4 Drawing Sheets

